



RICE

Fondren Library
Digital Media Commons

Intro to GarageBand

Digital Media Commons

Fondren Library B42

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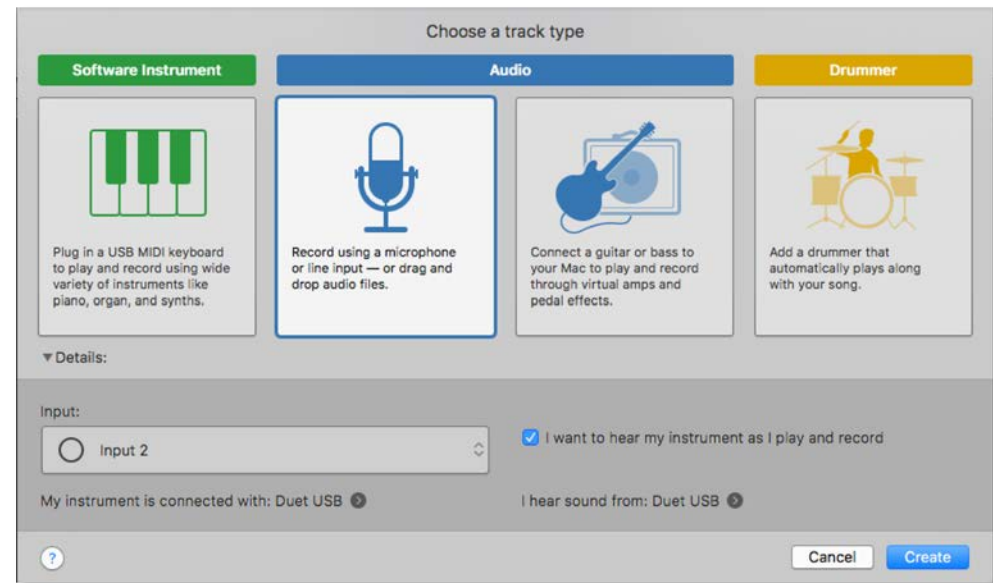
Choose “Empty Project”



Choose the microphone option

Set input accordingly

Check “I want to hear...” if you are not using an audio interface



Smart Controls

Editor

Playback/Record Controls

Click to toggle metronome

Track List

Timeline

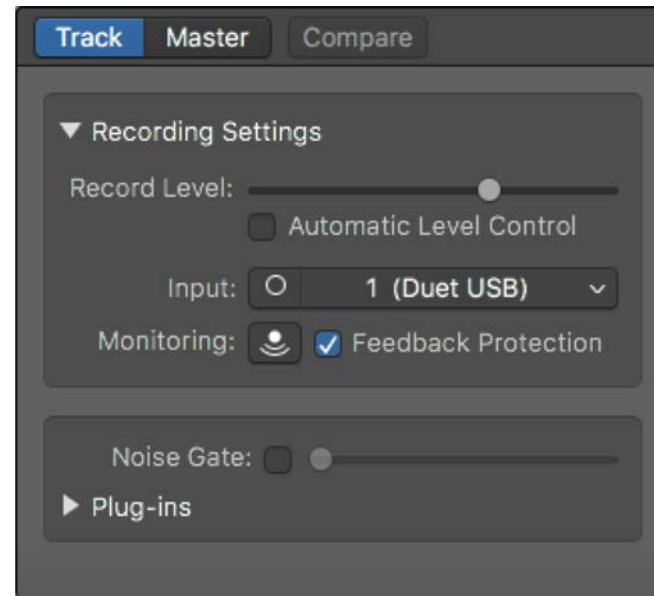
Track



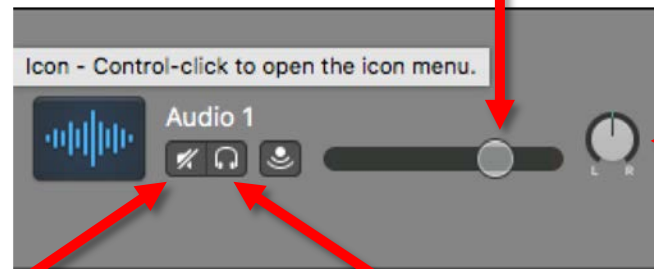
Recording Settings

Use to add reverb to your voice

Record Level changes your mic's input volume



Changes Track's volume



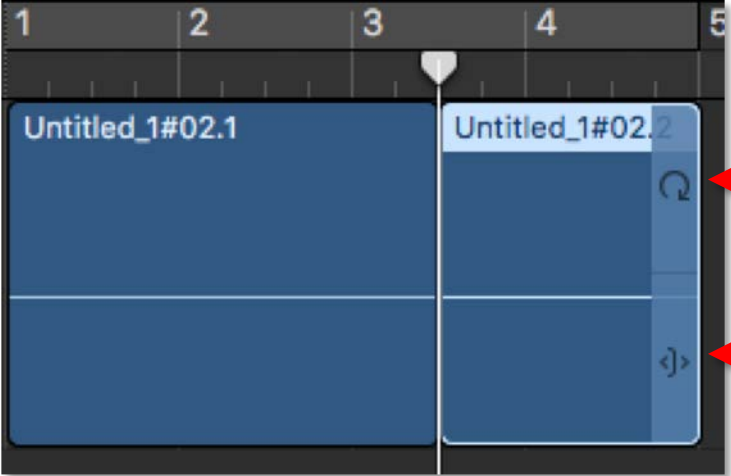
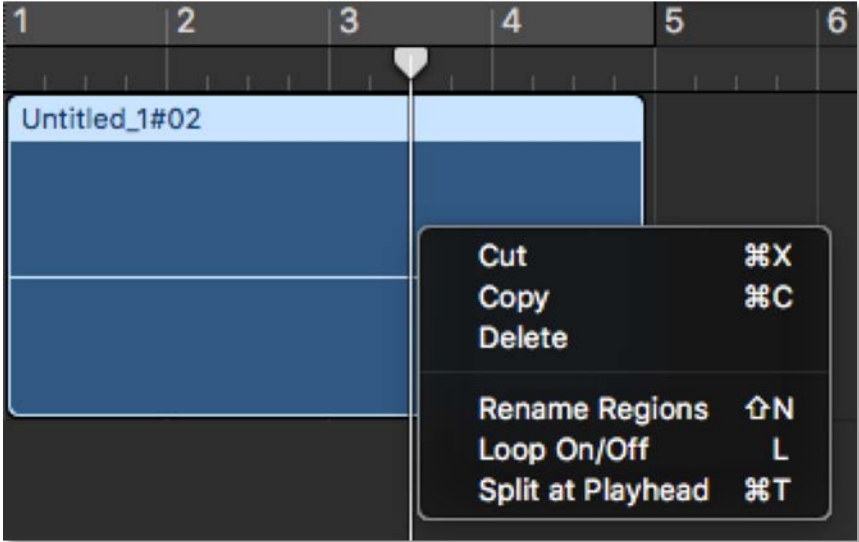
Mutes Track

"Solos" Track

Pans Track to left or right

Right-click a recording to bring up options

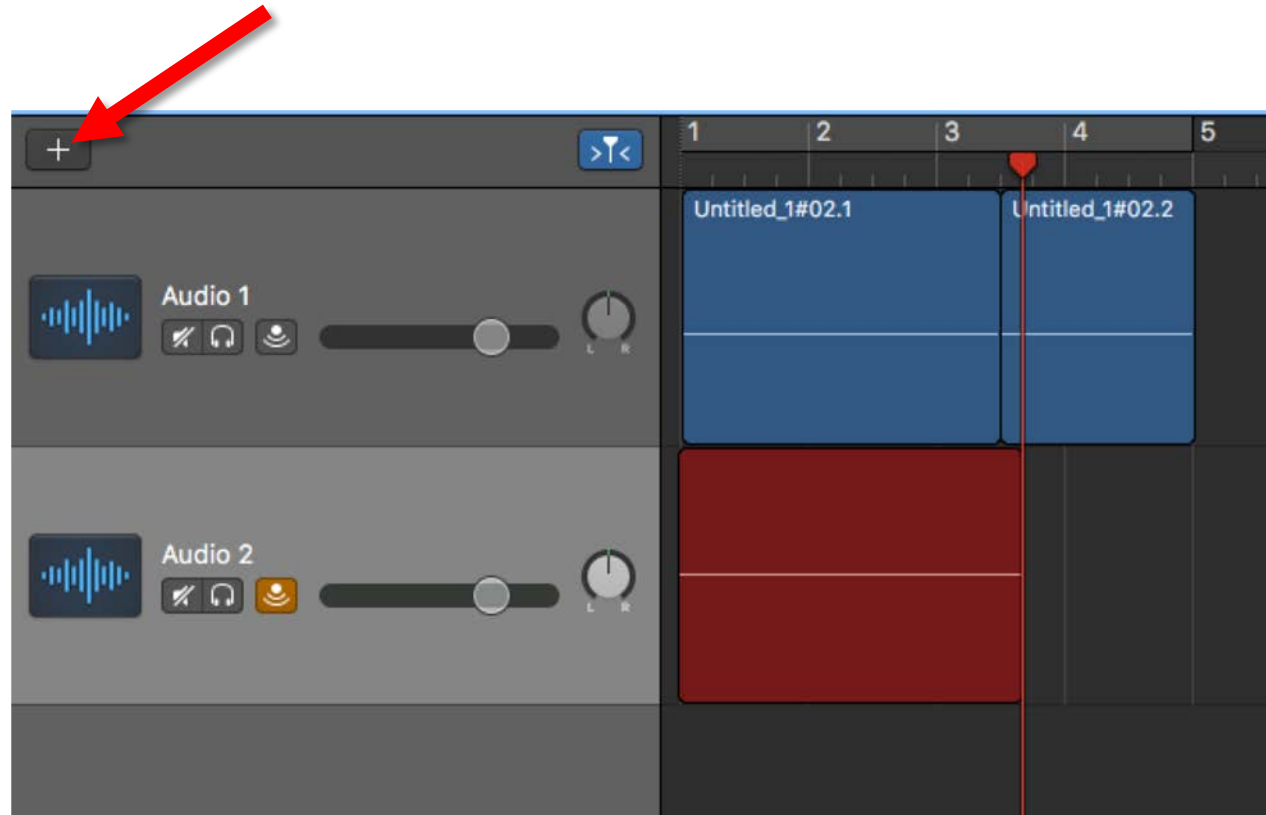
Click "Split at Playhead" (or Command-T)



Click and drag to loop segment

Click and drag to shorten or lengthen segment

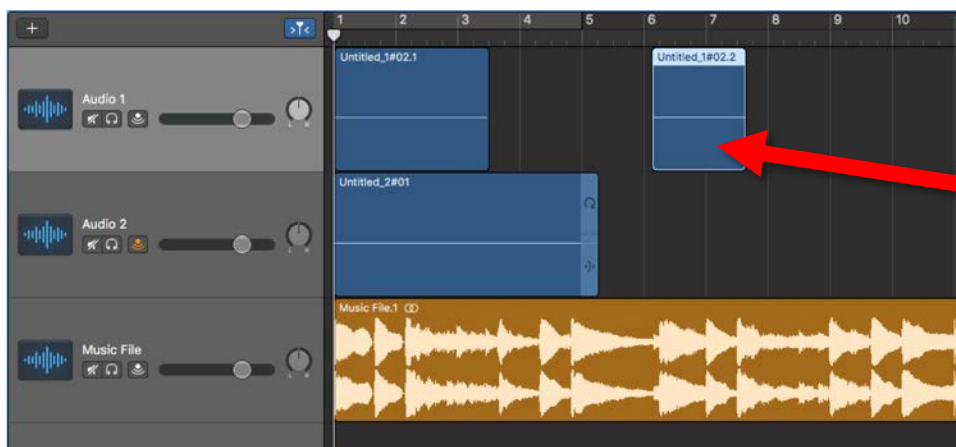
Click to add track



When recording a new track, you can hear the other tracks unless you mute them

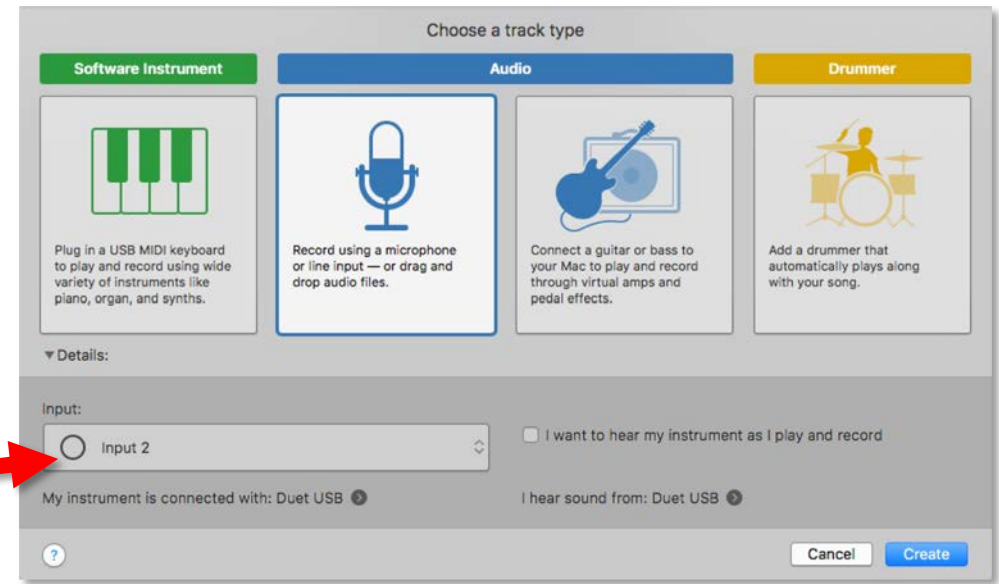
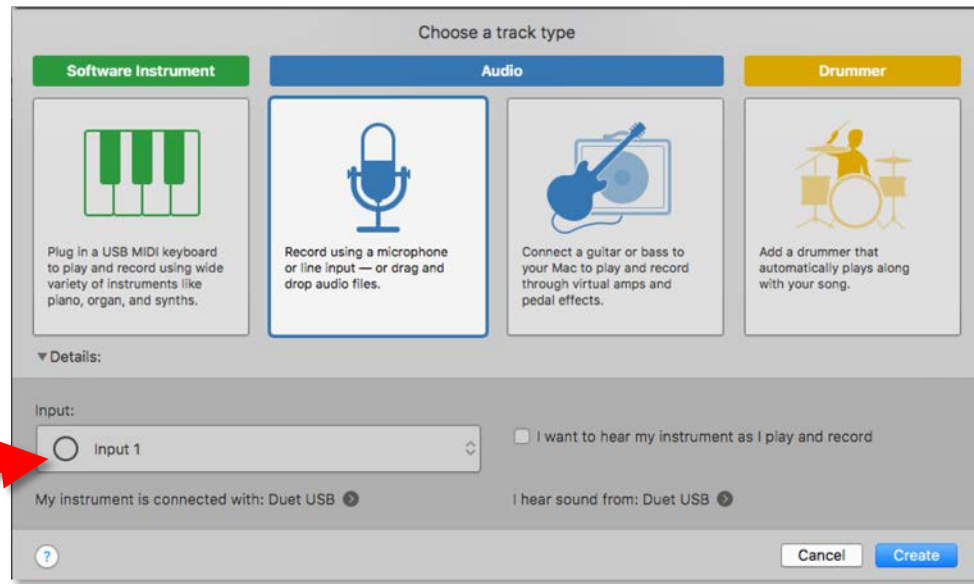
Drag a music file onto the empty space in the track list to add a music track.

You can do this with multiple audio files and rearrange them along the timeline.



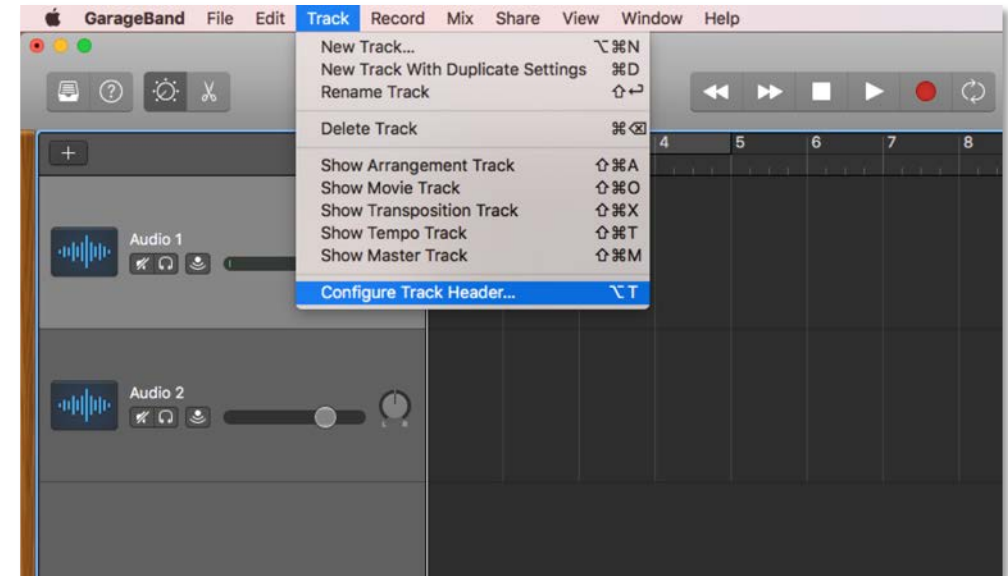
Click and drag a clip to move it along the timeline

Recording to Multiple Tracks Simultaneously

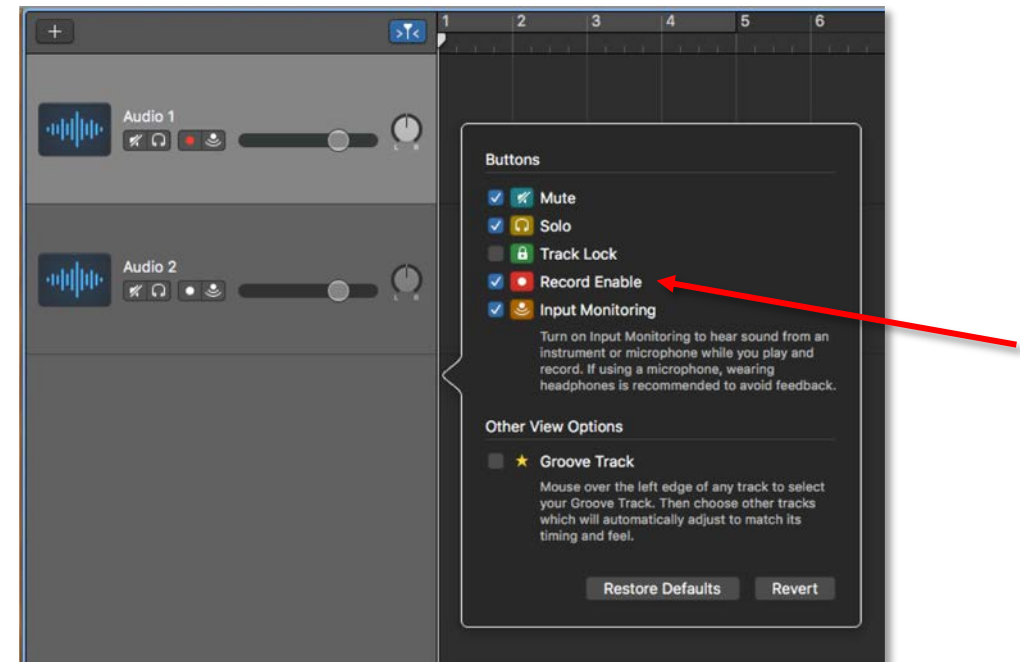


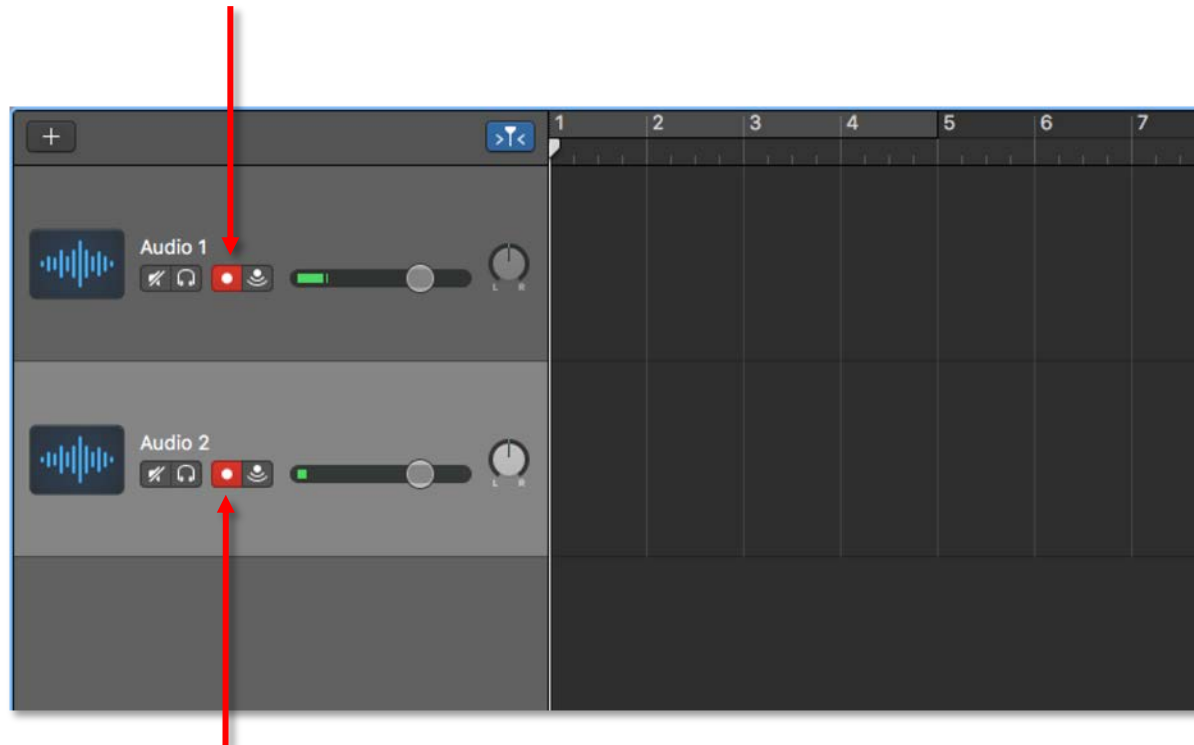
Add one track using input 1 and a second track using input 2. Keep in mind that the Duet USB interface will only allow for two true inputs. If you need a third microphone, you have to use a splitter in one of the inputs.

At the top: click “Track”, then click “Configure Track Header...”



In the prompt that shows up, check the box next to “Record Enable”





Click the new Record Enable button on each track.

Once they are primed for recording, the buttons will flash red.

Once you start recording, they will turn solid red.

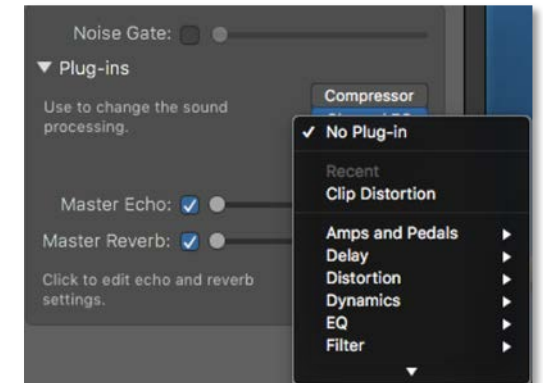
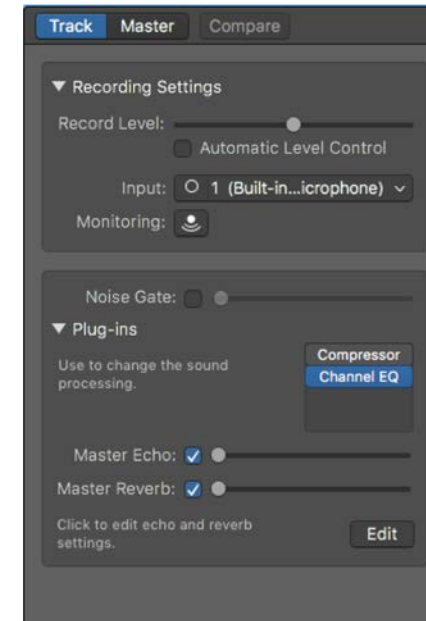
Smart Controls

Open the smart controls panel by either using the dial icon at the top or by double clicking the track you want to edit.

By default, every recording track has compressor and Channel EQ.



The Plug-Ins panel is where you can add or toggle plug-ins.



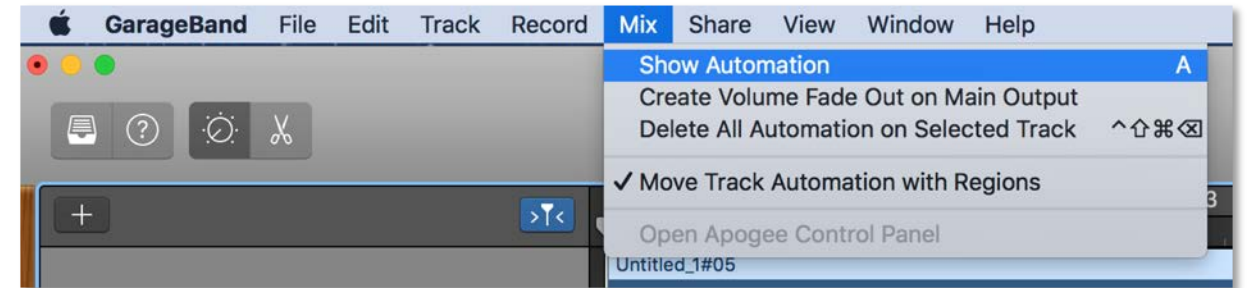
Automation

Click **Mix > Show Automation** to enable the Automation interface. (You can also hit 'A' on your keyboard). Also, make sure that "Move Track Automation with Regions" is checked.

You will see a new dropdown menu on your tracks with yellow text. Make sure that **Volume** is selected.

Click on the track region and a yellow line will show up. Click to add keyframes, which are just points in time along your track. You can adjust these keyframes to increase or decrease volume over time.

By changing the selected Automation from **Volume** to something else, you can change other attributes over times too.



Pitch Correction

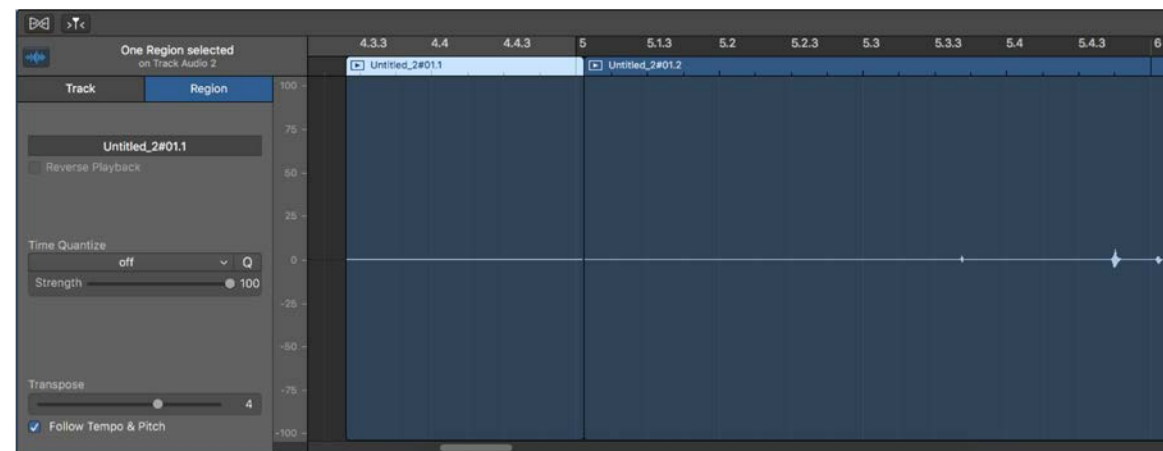
Open the editor by either using the scissors at the top or by double clicking the audio you want to edit.

You can split tracks but double-clicking in the bottom half of the track (below the waveform).

Use the pitch correction slider to add correction for the *entire track*.

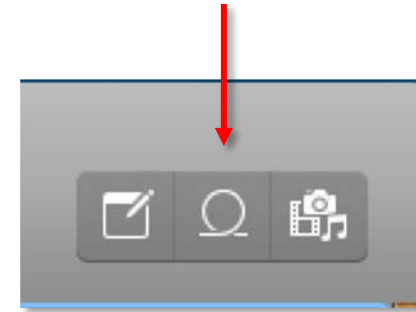
Too much pitch correction will result in robotic sounds.

Change to the Region tab to transpose sections manually.



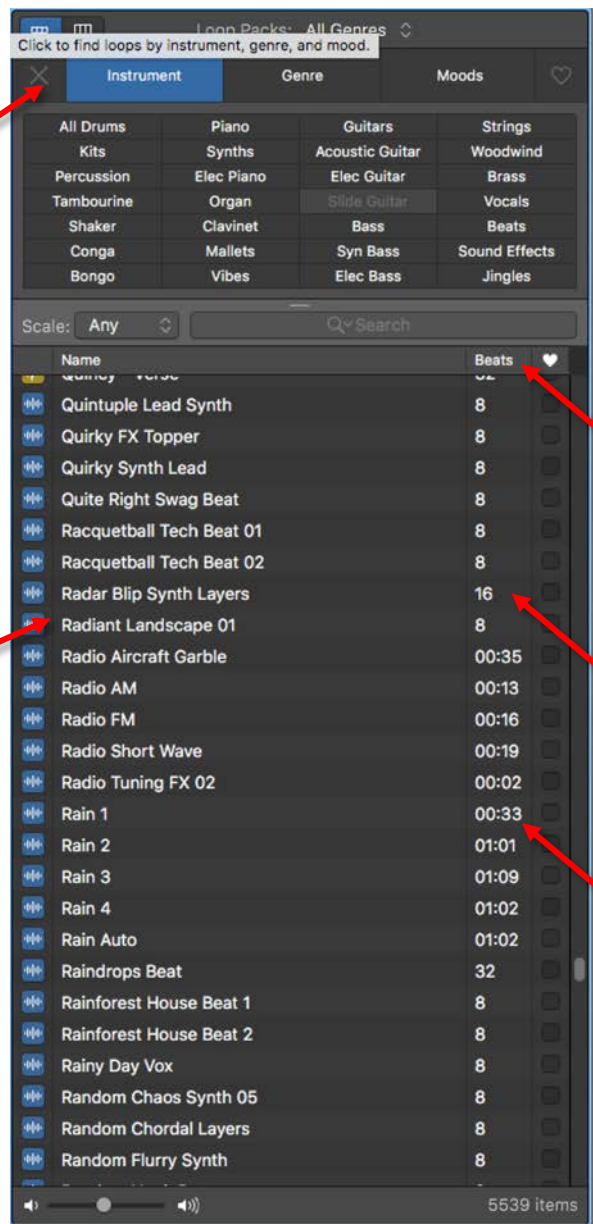
Using GarageBand's Loop Library

At the top right, you'll find three icons. The center icon will open the loop library.



You can browse for loops and sounds using the three tabs at the top: instrument, genre, and moods.

Click on a sound or loop to play it back.



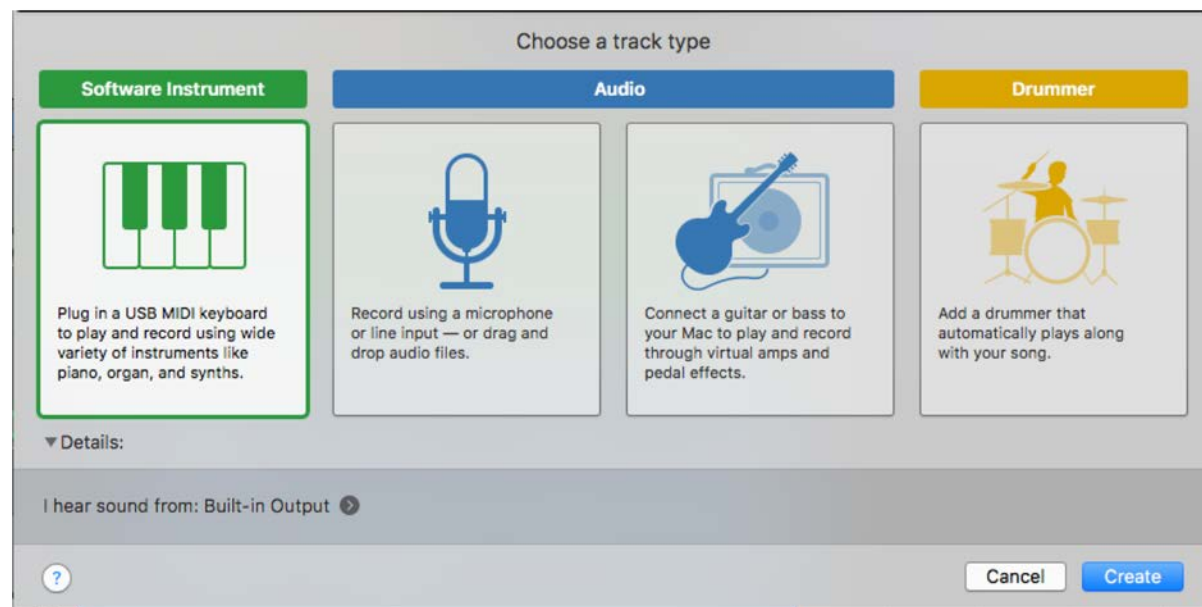
The beats column will tell you if the sound is a loop or just a sound.

Loops have a beat count, letting you know their length in beats.

Regular sounds have a playback time.

Using a Virtual Instrument in GarageBand

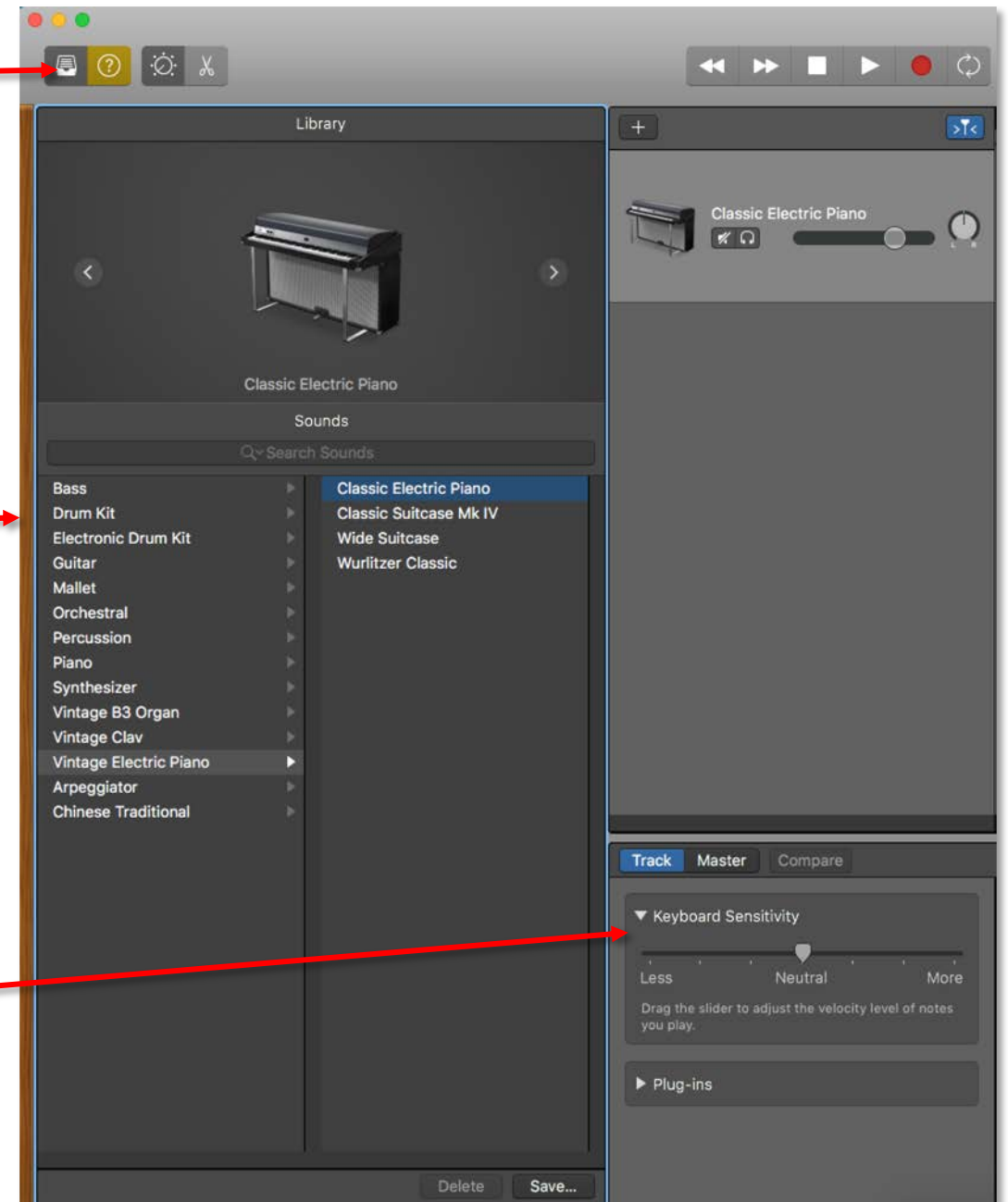
Add a new track and select “Software Instrument”



Click this icon to bring up the library if it's not open yet

This is where you select what instrument you want to use

This is where you control how much impact you want your keystrokes to have if you're just using your computer keyboard

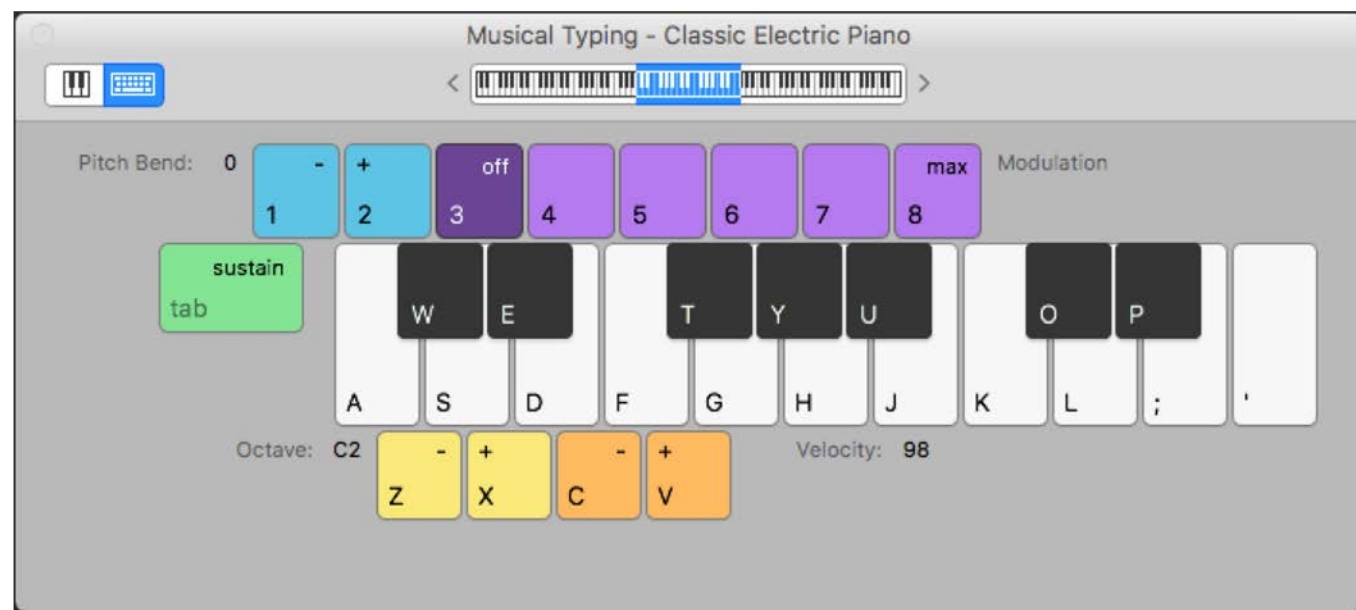


Choose Window > Show Musical Typing



This will bring up the Musical Typing interface that lets you use your computer keyboard to create music!

(Alternatively, you can use a MIDI keyboard to create)



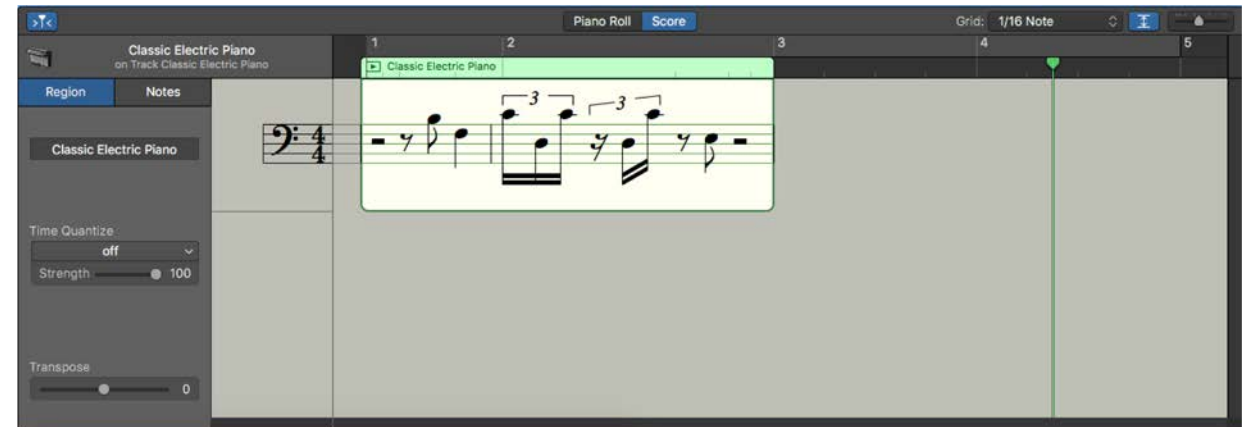
Hit record and start playing the keys
(you may want to use the
metronome function)

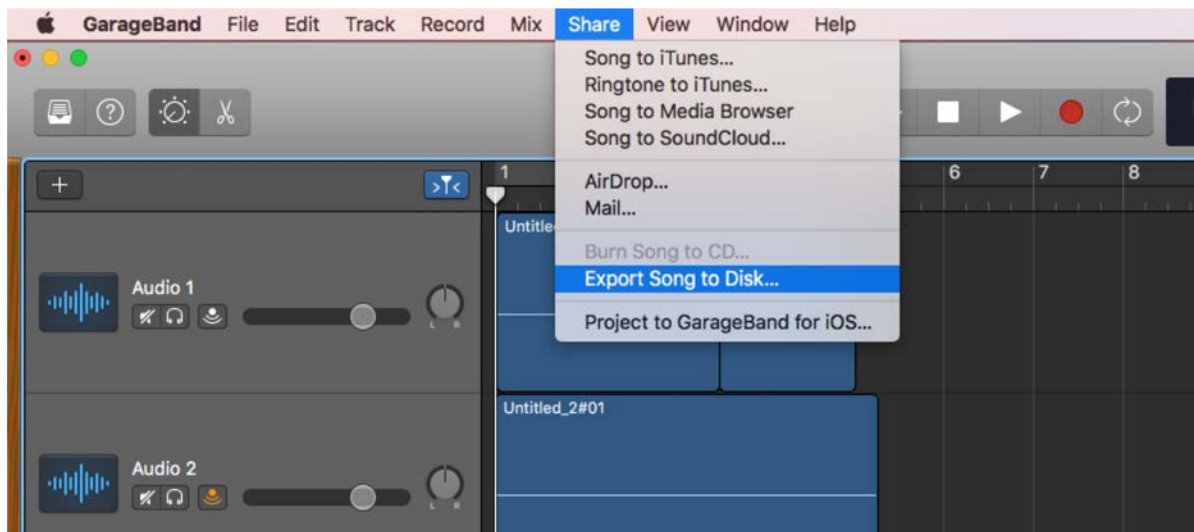


If you double-click the recorded section,
you'll bring up the piano roll.
Here you can interact with the individual
notes by lengthening or shortening
them. You can even change the note or
remove it completely.

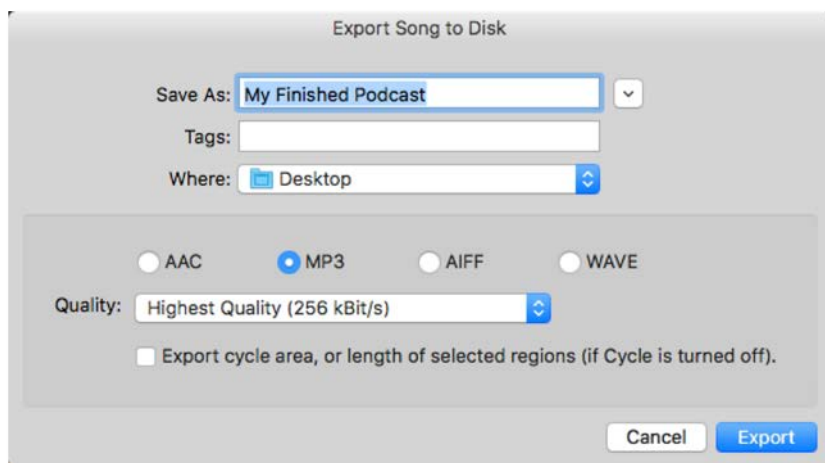


You can also click "Score" to bring the
actual musical notation where you can
interact with notes in the same way.

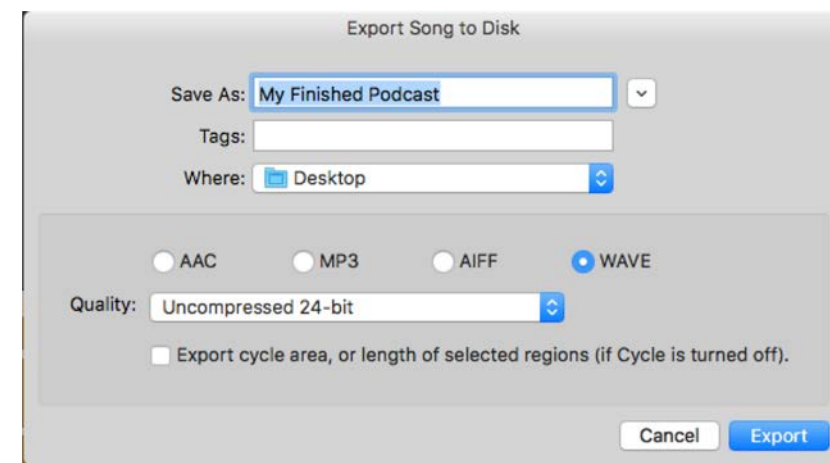




To export your final product, click Share > Export Song to Disk...



In most cases, just choose **MP3** at highest quality. This will result in high quality at a small, manageable file size.



For an uncompressed file, choose **WAVE** at 24-bit. This is the best choice for an archival backup.